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About This Game

Creature Hunt is a combination of a survival horror and a hunting simulator. According to some articles in the local press, a few days ago several bodies of dead tourists were found in the woods of North Carolina. And yesterday, another tourist said that he had seen a beast there, and it had had nothing in common with any of the known species. You are supposed to play as the sister of one of those who were killed. Your house is located in those woods, and you are going to trace and kill the beast. At home, you have to pack all the things you might need, such as weapons and ammunition, medicines, video cameras, etc. – everything that might be necessary during the hunt, and to start out searching for the beast then. Besides, you might also need your car there. If you get scared, you can go back home any time, for it is always the safest place...

The items you pick up are shown in your inventory. To call the inventory, use the Tab button.

Once you install your camera, its location will be shown on the map and on your computer screen. The cameras are equipped with motion sensors. When a camera sees a moving object, you will see this camera's icon blinking on your computer screen. Remember that cameras react to all kinds of moving objects, whether it is you or some wild animals.

To interact with the objects, use the E key.

To start or to stop the engine of your car, use the G key. To turn the headlights of your car on or off, use the L key.

Title: Creature Hunt
Genre: Action, Adventure, Indie, Simulation
Developer:
Kiddy
Publisher:
Kiddy
Release Date: 10 Apr, 2019

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Minimum:

OS: Windows XP, 7, 8, 10
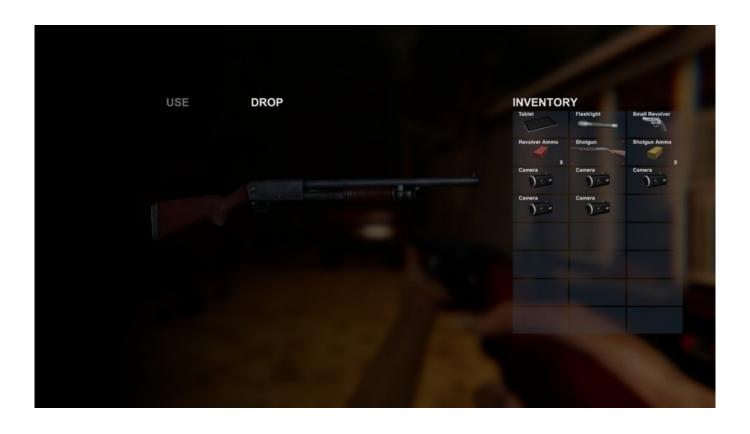
Processor: Dual Core 2.4 GHz

Memory: 2 GB RAM

Graphics: GeForce GTX 550

Storage: 1 GB available space

English

USE   DROP

INVENTORY

Tablet	Flashlight	Small Revolver
Revolver Ammo	Shotgun	Shotgun Ammo
Camera	Camera	Camera
Camera	Camera	

By modern standards, there's barely a game here. It would be a moderately ambitious student demo project.

Setep options are very limited, but refeshingly clear and simple. There are settings for "resolution", "quality", "audio" and "mouse". The game correctly detected my native resolution, and pre-set my quality to what appears to be the maximum level. I assume the other settings are for audio level and mouse sensitivity, but no in-game explanation is offered for any of the values in the settings. Simple as they are, there should be some tooltips or something.

Mechanically things are pretty good. Movement is smooth and predictable, although a "sprint" mode is badly needed as the default movement speed is frustratingly slow. There's very limited interactions with the world. I found myself going back to the steam store page becuase I'd seen that there were some rudimentary instructions there, and those turned out to be the most complete instructions available. Those should have been in-game somehow, if only as a page of text.

You have a truck you can drive around in-game and it works pretty well also, with responsive movement and nice scaling sound effects. I wished the visibility out of the truck had been better, but I liked how I could get out of it and investigate interesting places.

Items you find (pretty much only in your own house, which is the starting area) can be viewed in an inventory system. This works pretty well but after a few hours of gameplay I still hadn't figured out how to use some of the more important items. This was particularly frustrating for the guns, of which there were both a pistol and a shotgun. I couldn't equip these. It's possible that their use is gated by some in-game event, but I wasn't able to figure out what that was after playing for quite a while. If these are features that currently do not work but that the developer intends to eventually *make* work, then this game should be in "early access" status.

They've done a really good job with the atmosphere here, though. A darkened forest at night. Driving an old truck with crappy headlights down little two-tracker trails. The little backwoooods gas station. The old abandoned farmhouses. The lonely creaking of an ancient windmill. It's genuinely spooky, and I'd really love to see some developer capture these aspects and also include a more complete experience. What's here is wonderful, though, and is definitely the strong point of the game.

I was just looking for something interesting to play tonight, and I saw this. It's starting price was listed a $14.99, but I got it on sale for $13.49. I'd say it's not worth quite that amount in it's current state. I'd have been happy to have paid $7 for this. I'm a sucker for a good spooky creature-hunt kind of experience, though, so your mileage may vary.

TL;DR: Broken, or at least incomplete. But a wonderfully spooky core experience.
. Terrible. There are many aspects of the game making it inconceivably unplayable. The graphics, the lie of being a creature, The objective of the game, etc. This game should be less $ than 5$, and this comes from 2 people of over 1000's of hour of playtime.

Graphics:
The graphics on low cause the game to glitch out the textures of trees, grass, the sky, etc.

Creature:
After exploring 3 quarters of the map over 20 minutes, we couldn't find one sign of the creature.

Objective:
There is no objective to this game. You roam around a pointless map trying to find an objective, when THERE ISN'T ONE...

P.S. I got a refund, thank you...